BATMAN™ FOREVER



STICKER ALBUM



Flashes of lightning from a furious thunderstorm illuminate the walls of the Arkham Asylum for the Criminally Insane. Inside, Two-Face, formerly known as Gotham City's District Attorney Harvey Dent, is imprisoned. A primitive helicopter slowly rises above the asylum walls. Two-Face is on board, having escaped from his maximum security cell. Before leaving for Gotham, he has left a prophetic message written in red on the cell wall – "THE BAT MUST DIE!"



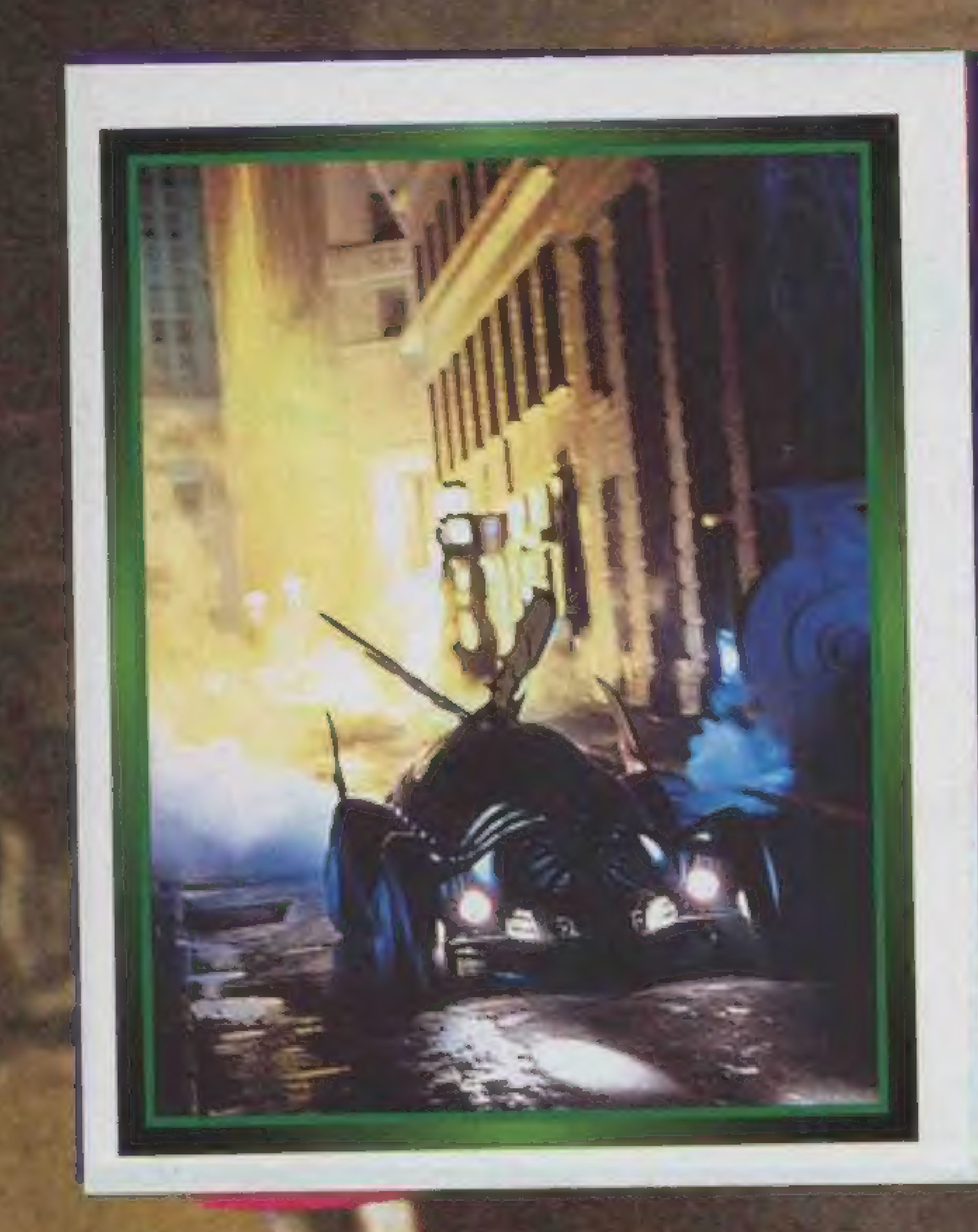
Billionaire Bruce Wayne is busy in his office at Wayne Enterprises. Meetings, phone calls, faxes and appointments concerning his world-wide business don't allow him a moment's peace. One of the many tasks he has in his schedule is the inspection of the company's Electronics Division. Bruce arrives at the labs accompanied by his usual entourage, which includes Fred Stickley, one of his executives. Waiting for him among the researchers is Edward Nygma.

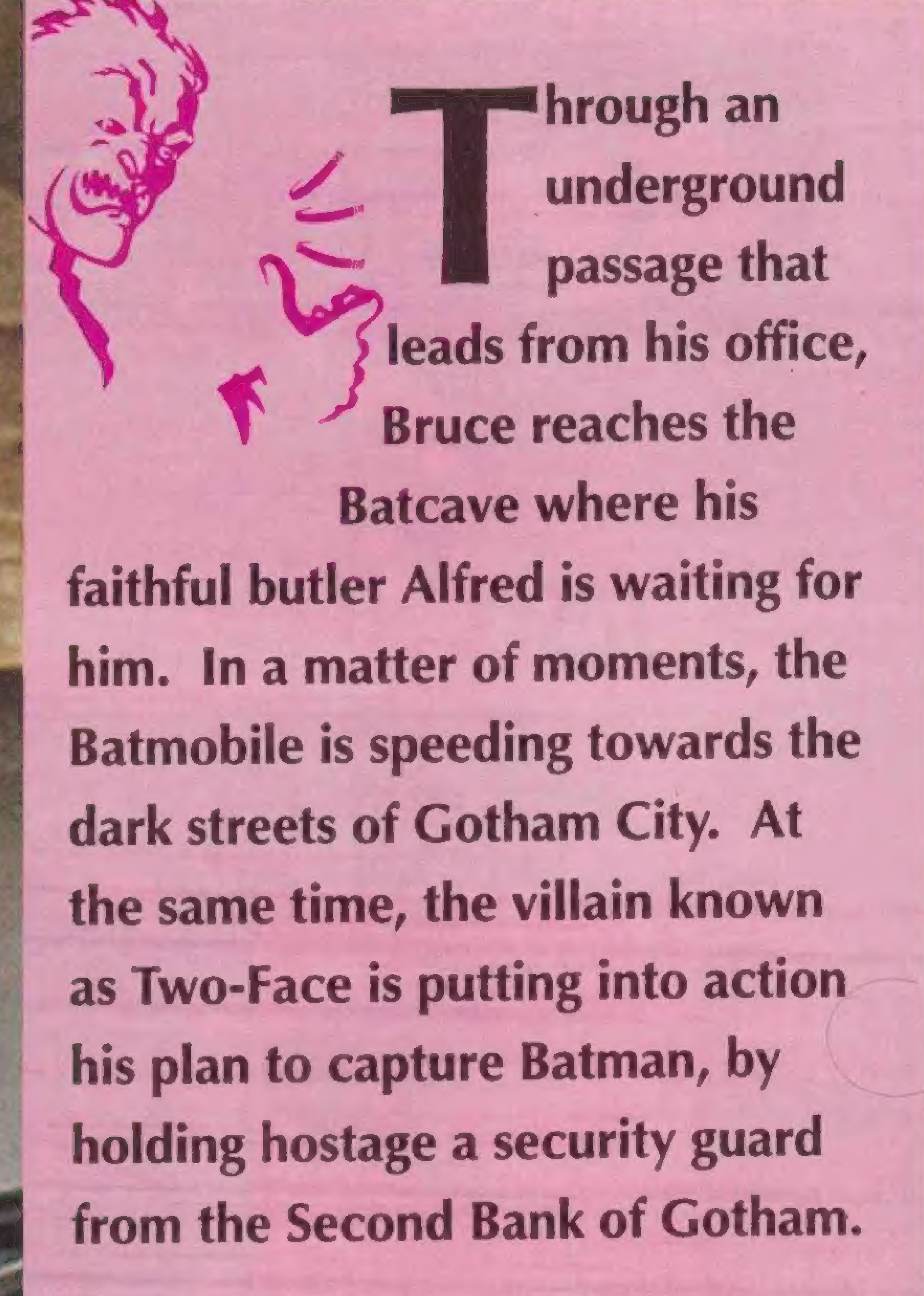


Edward, awkward, brilliant and driven to succeed, is full of admiration for his boss, Bruce Wayne.
He proudly shows Bruce the invention he is working on. It's a device that directly transmits TV signals to the brain by stimulating neurons and manipulating brain waves. But his invention doesn't receive the recognition Edward craves. On the contrary, Bruce thinks that its powers of mind manipulation are dangerous. "It raises too many question marks," says Bruce. When the Bat-Signal calls and Bruce is forced to leave for the Batcave, Edward falls into gloomy despair.







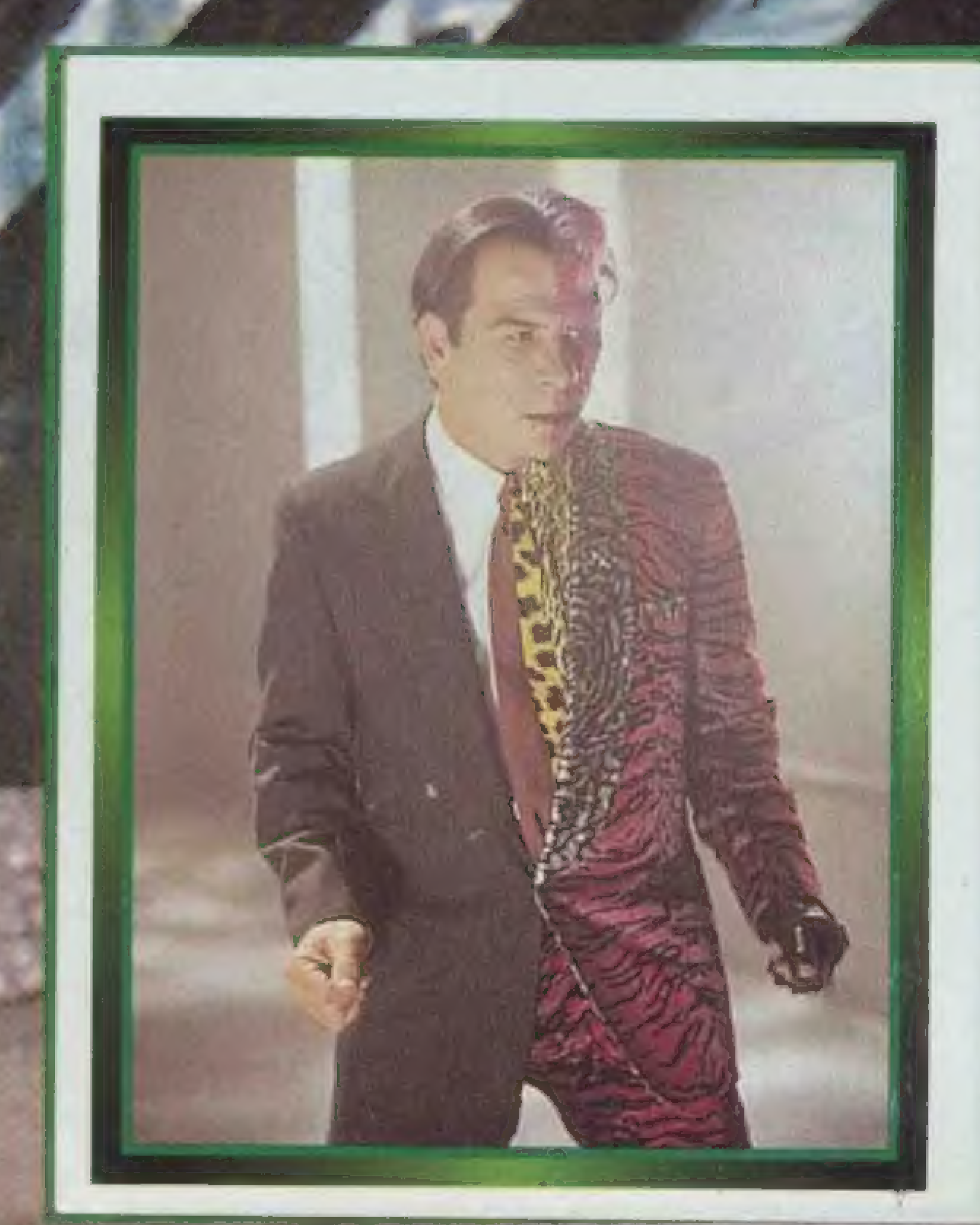


Through an underground passage that leads from his office, Bruce reaches the Batcave where his faithful butler Alfred is waiting for him. In a matter of moments, the Batmobile is speeding towards the dark streets of Gotham City. At the same time, the villain known as Two-Face is putting into action his plan to capture Batman, by holding hostage a security guard from the Second Bank of Gotham.

SECOND BANK OF GOTHAM
SECURITY

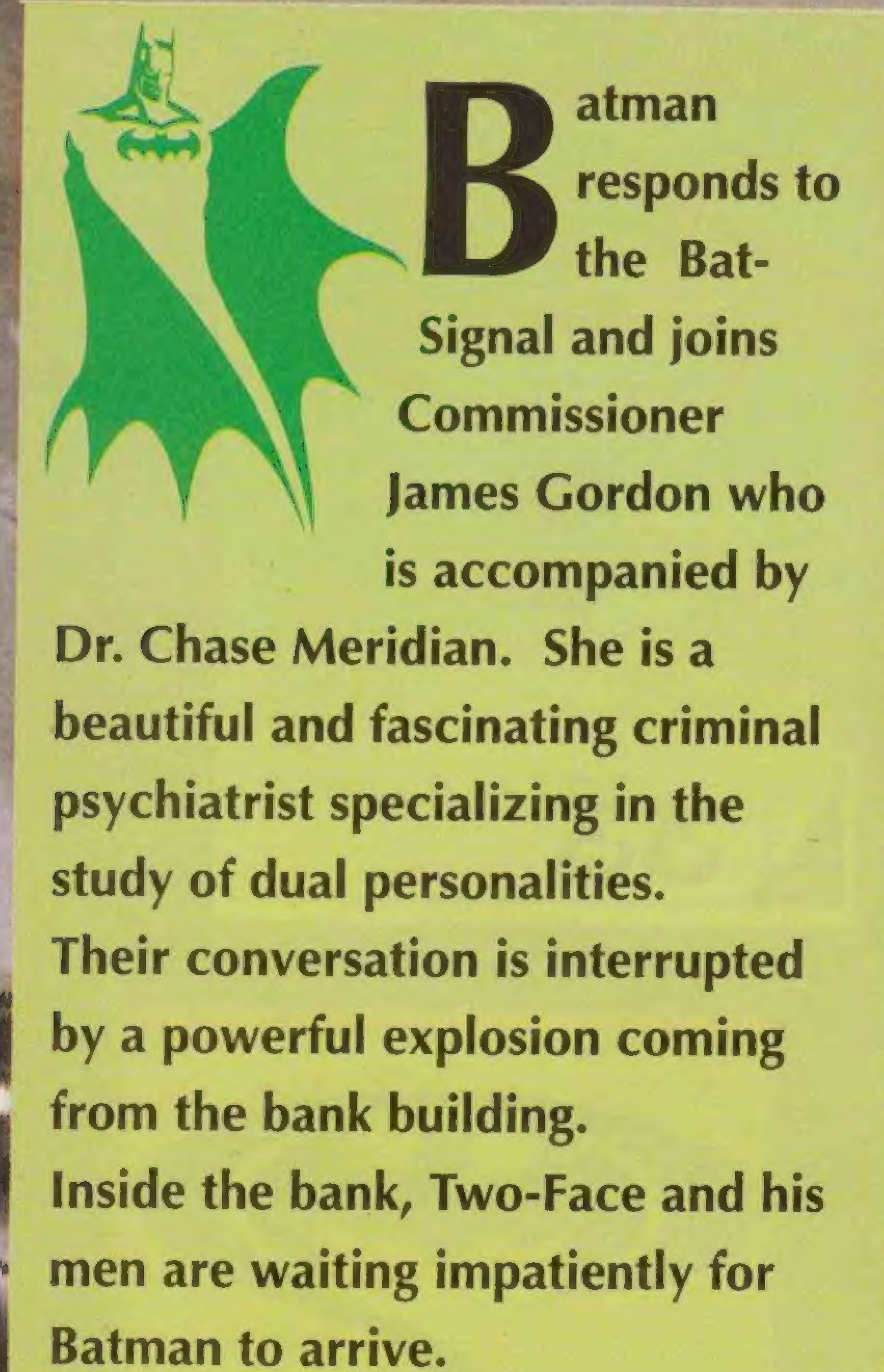










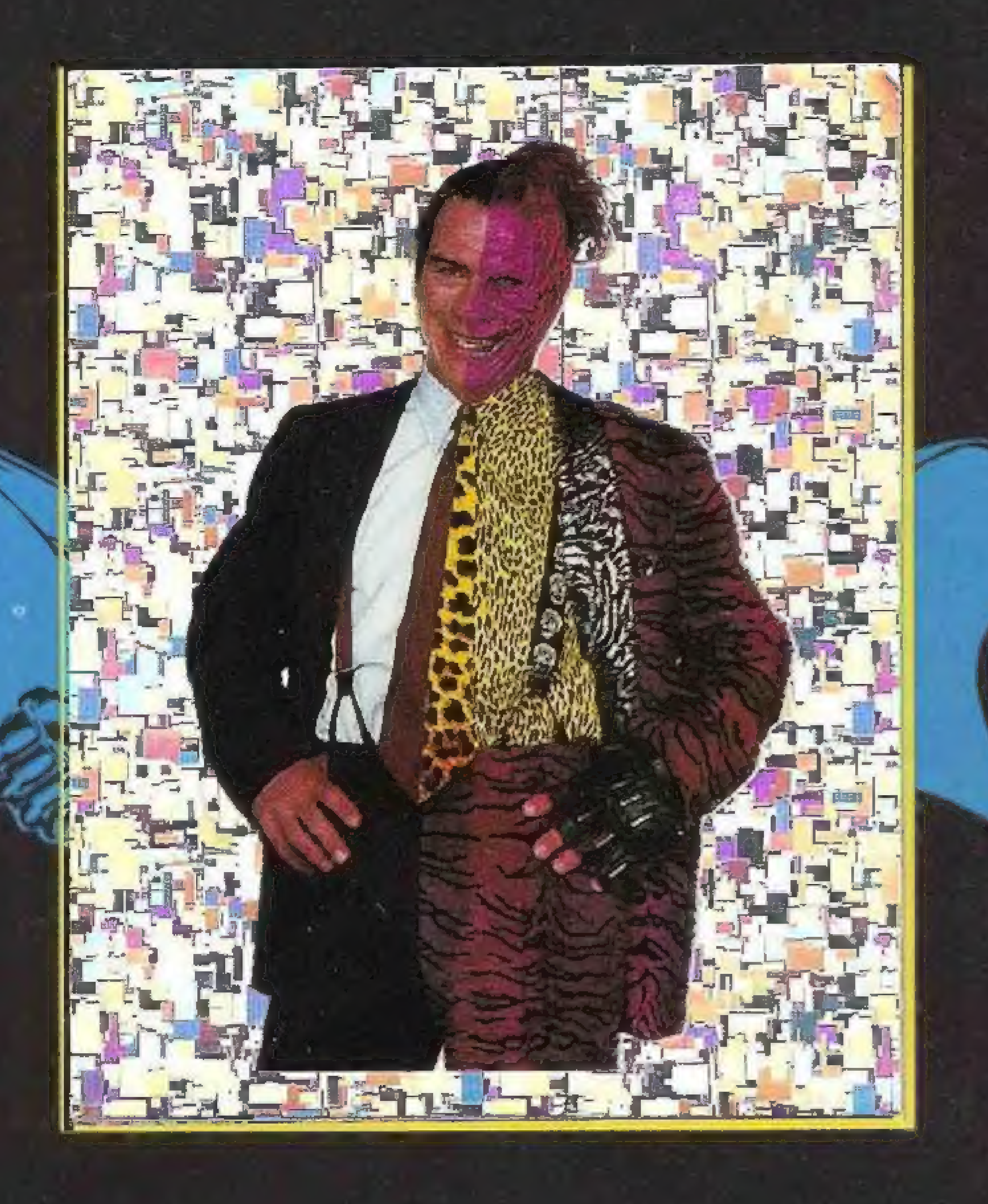


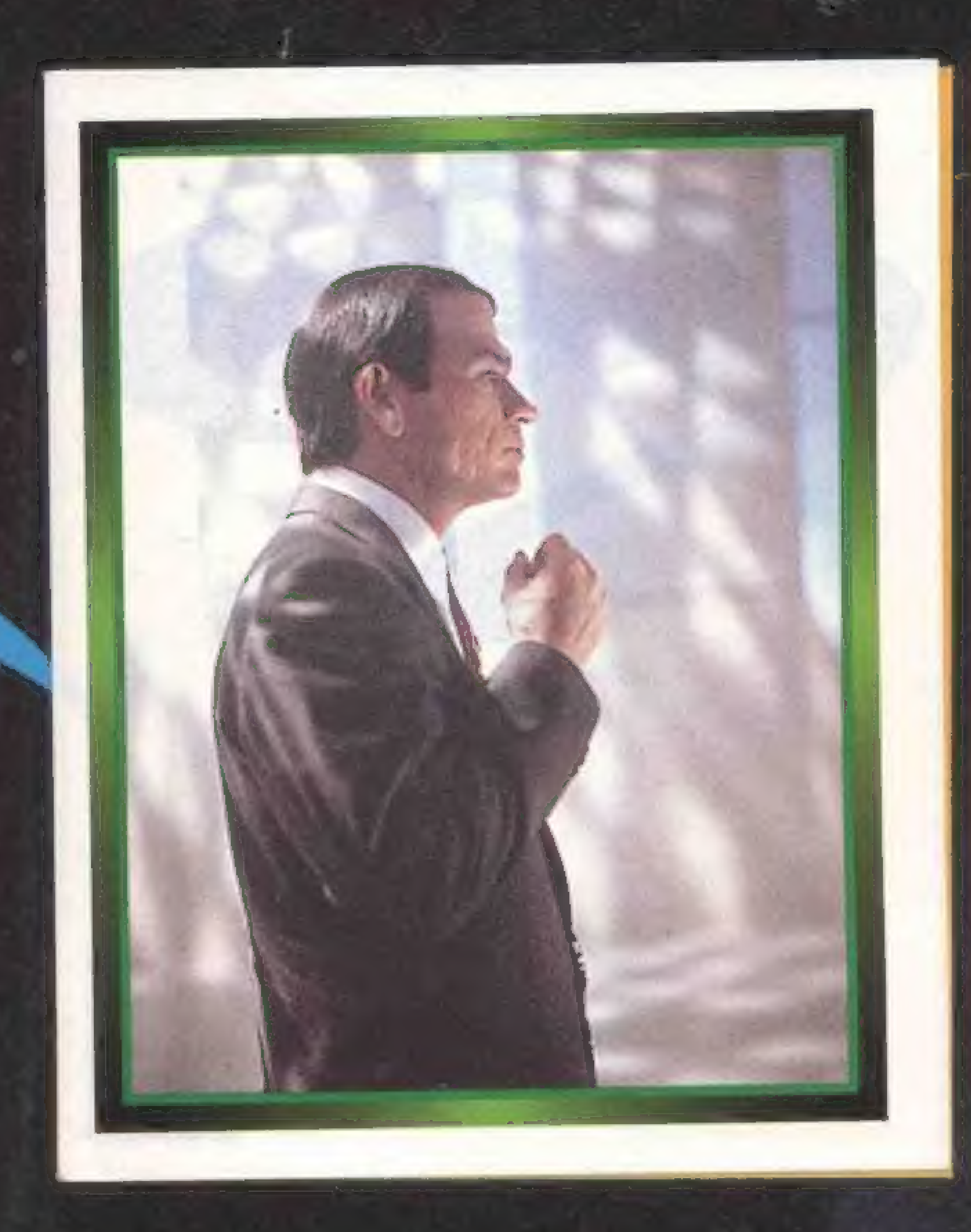
Batman responds to the Bat-Signal and joins Commissioner James Gordon who is accompanied by Dr. Chase Meridian. She is a beautiful and fascinating criminal psychiatrist specializing in the study of dual personalities.
Their conversation is interrupted by a powerful explosion coming from the bank building.
Inside the bank, Two-Face and his men are waiting impatiently for Batman to arrive.







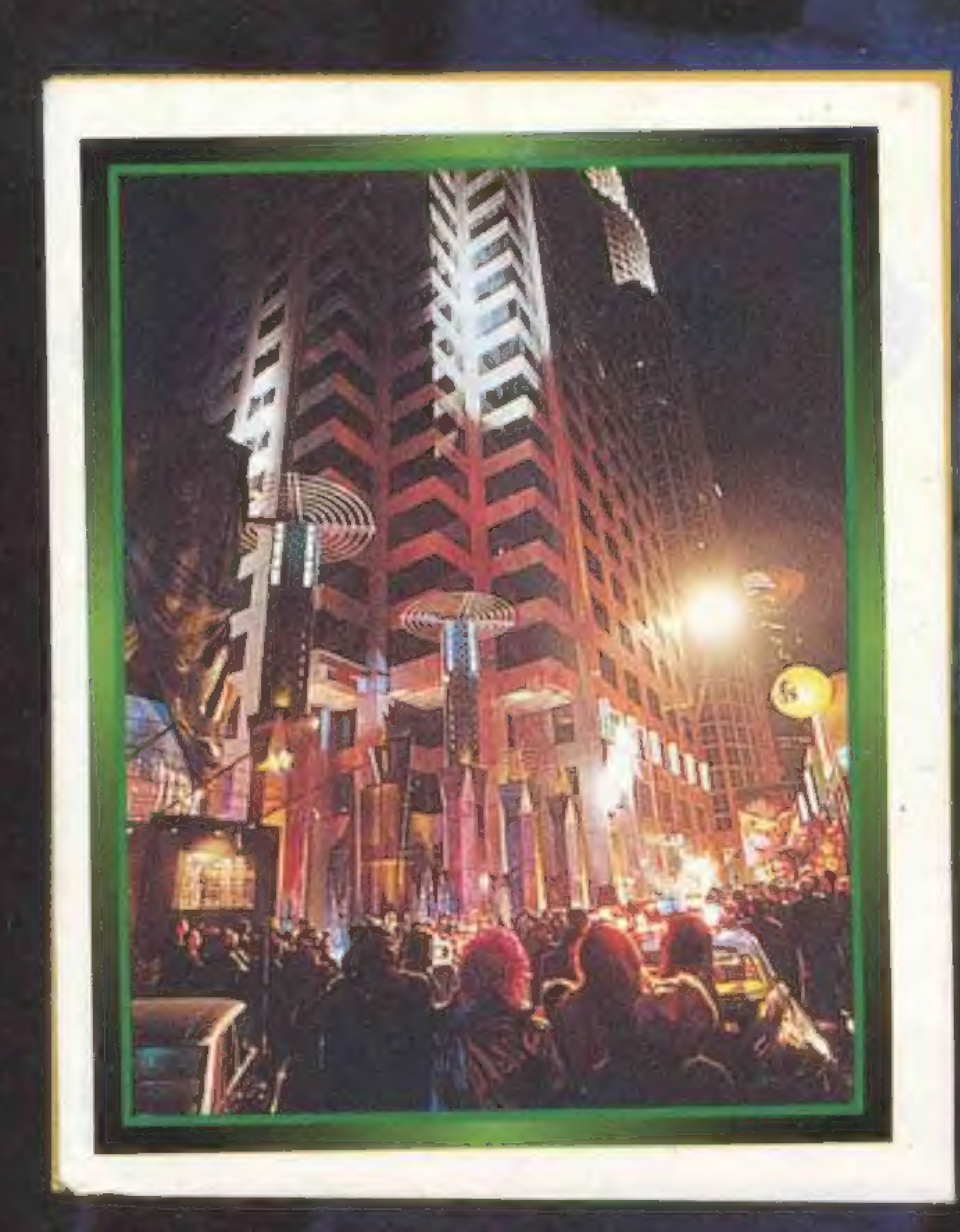








Batman catches Two-Face's henchmen by surprise and takes them out with ease. He pursues Two-Face to a large safe, where the bank guard, bound and gagged, is held prisoner. But just as Batman frees the unfortunate prisoner, the steel door closes behind them and the safe is lifted up out of the bank by Two-Face's helicopter. Cleverly making use of the guard's hearing aid, Batman manages to open the combination lock of the door. Then, after fastening the safe to a cable, he cuts the chain that connects it to the helicopter with his laser torch.









While the safe slowly drops back into its position, Batman climbs up the chain to the helicopter. Two-Face, who is on board, tries to get away from his enemy hanging from the chain, but can't manage it. As Batman is about to reach the cabin, Two-Face opens fire but he can't stop the Dark Knight's pursuit. Batman climbs on board and confronts him as the helicopter flies high above the tall buildings of Gotham City.



The two enemies fight furiously, but Two-Face blocks the helicopter's controls and manages to escape by parachuting away.

The helicopter hits the statue of Lady Gotham and explodes. Batman saves himself, plunging into the dark waters of the harbour. In the meantime, back at Wayne Enterprises, Edward Nygma's desperation has transformed itself into blind madness. After stunning Fred Stickley with a coffee pot, he tries out his invention on him.



Having taken a huge dose of neural energy from Stickley's brain using his 3-D TV headband, Edward throws the unlucky executive out of one of the large windows of the Electronics Division building. The deranged and obsessed inventor has now only one aim in his life: using his own invention to destroy Bruce Wayne's economic empire.



The next morning, while Bruce and Alfred are working in the Batcave, Commissioner Gordon calls Bruce to tell him of Stickley's accident. Back at Wayne Enterprises, Edward pretends to be upset by the death of his manager and hands in his notice. First, however, he leaves a mysterious riddle on Bruce's desk. "If you look at the numbers upon my face, you won't find 13 anyplace." "It's a clock," Bruce realizes. "But what does this riddle mean?"

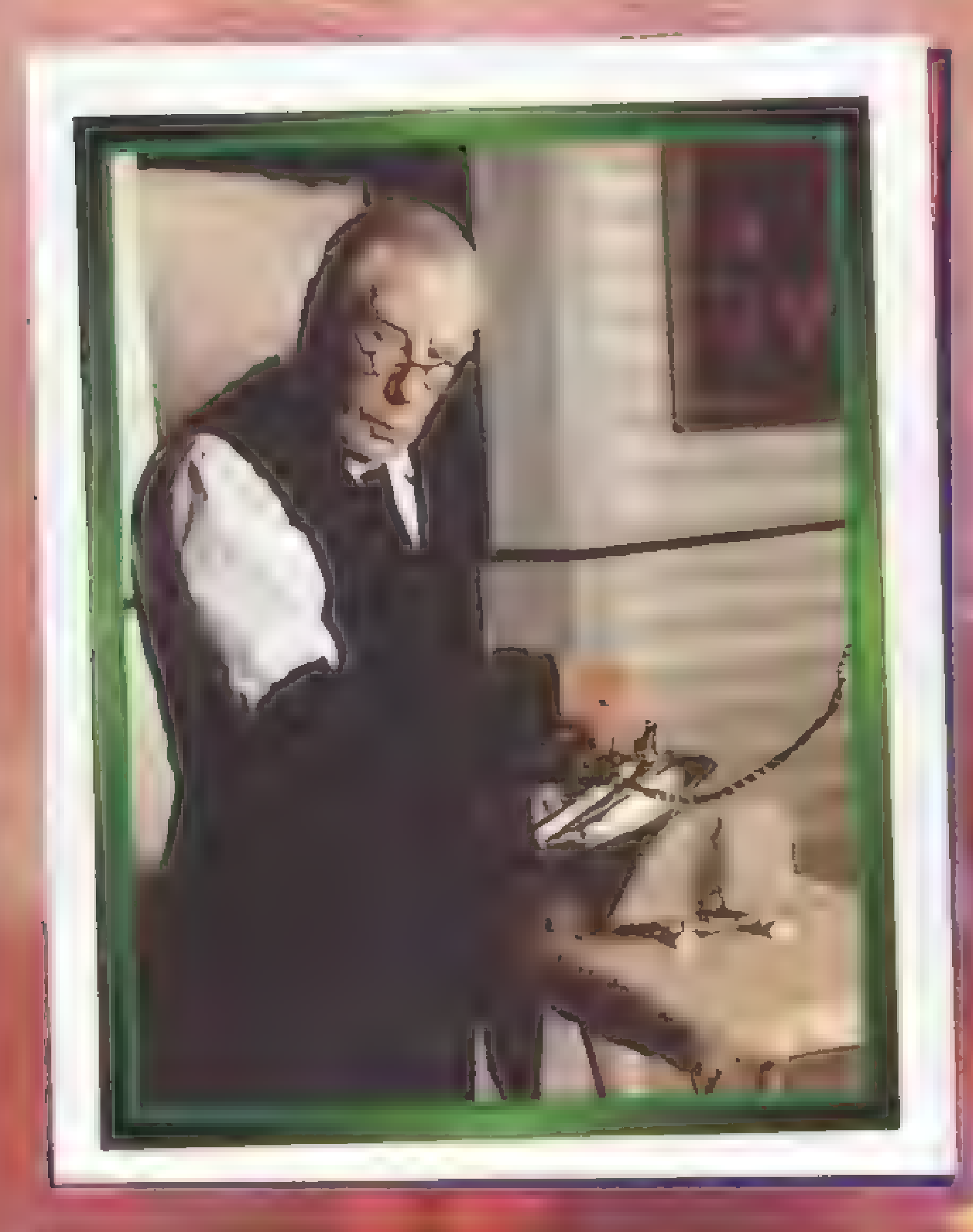


Later that evening, Edward goes to Wayne's home and leaves a second riddle in front of the main gate: "Tear one off and scratch my head. What once was red is black instead." "A match," murmurs Bruce thoughtfully, easily solving the riddle. He joins Dr. Chase Meridian at the Municipal Police complex and shows her the riddles. From there, they go on to the Gotham Charity Circus.

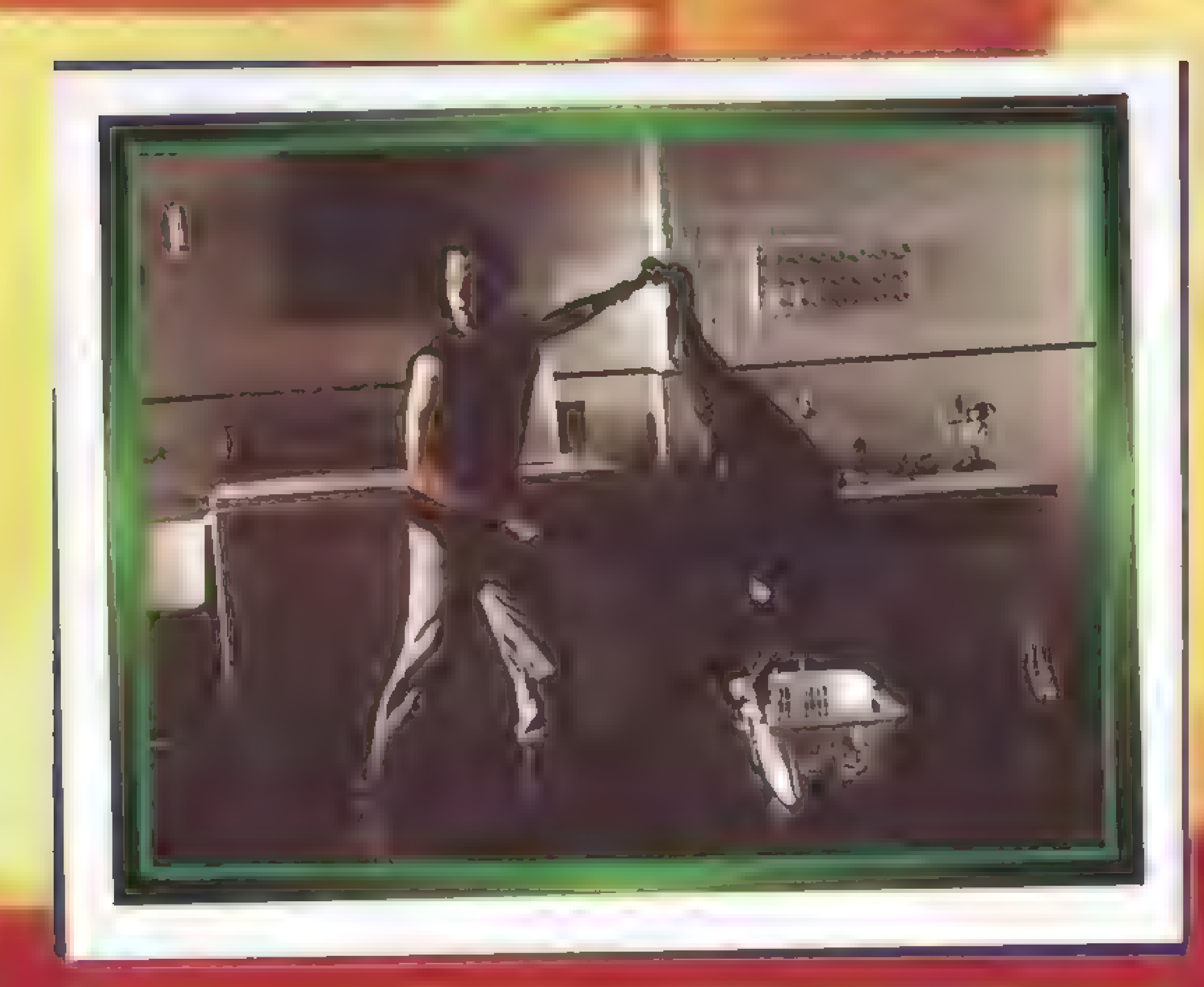
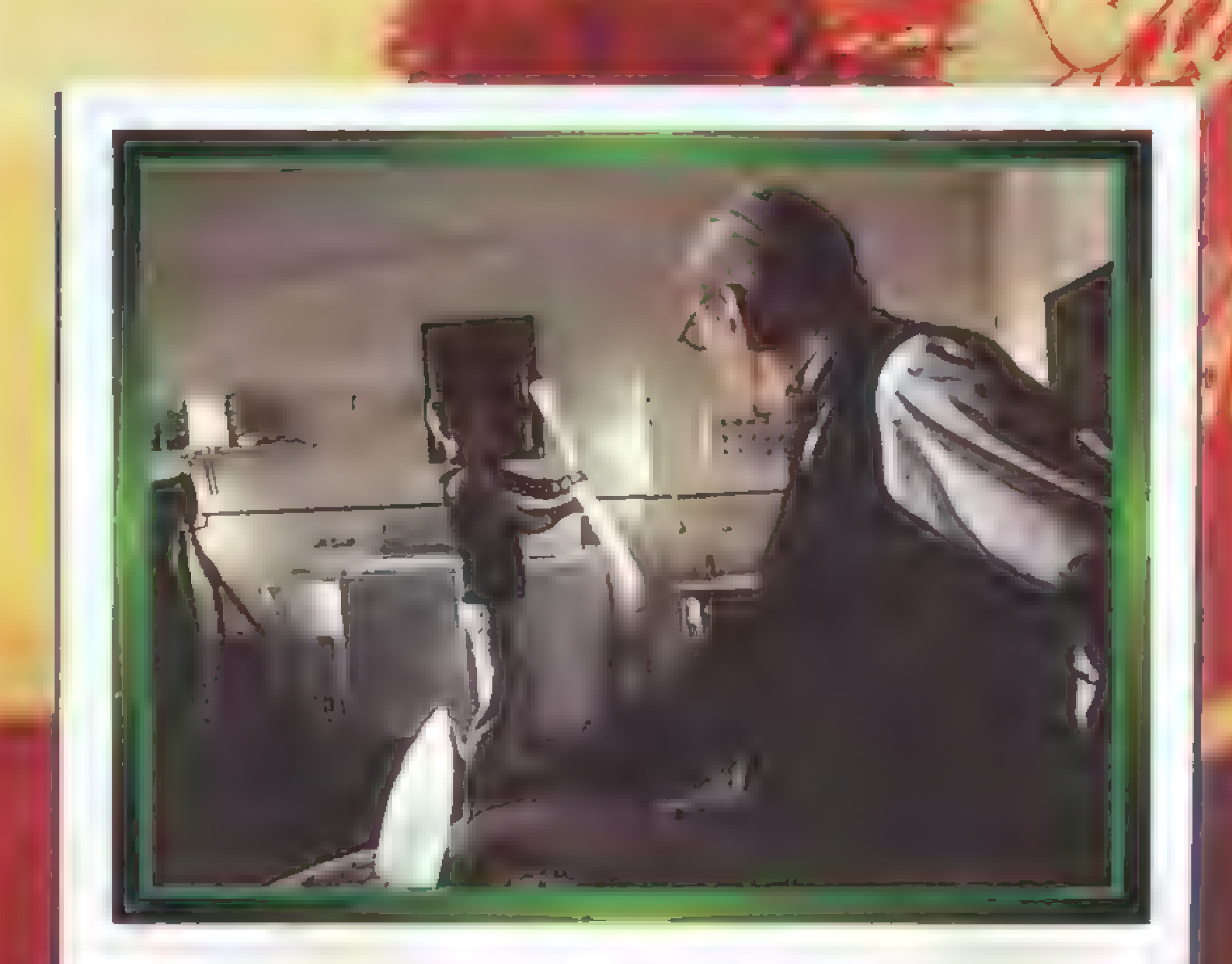


The main attraction at the circus is the performance of the Flying Graysons, a family of trapeze artists. Suddenly, the unexpected appearance of Two-Face and his band of thugs disrupts the evening. The criminals terrorize the crowd and ultimately cause the deaths of the entire family of acrobats except for young Dick Grayson. Bruce arranges with Commissioner Gordon to have Dick stay at Wayne Manor so he can look after him.






At first, Dick wants to leave and seek revenge against Two-Face for his family's tragedy. However, after seeing Bruce's collection of rare motorcycles, Dick decides to stay, at least for the time being. Alfred does everything to put their guest at ease, but Dick is still haunted by the death of his family and his burning need for vengeance.



The Bat-Signal again lights up the Gotham City sky, summoning Batman from the Batcave. The Batmobile speeds through the city streets, directly towards Police Headquarters. But this time there is no alarm; it is only Dr. Chase Meridian who wants to meet Batman. She is fascinated by this mysterious character who chooses to dress like a bat and fight crime.

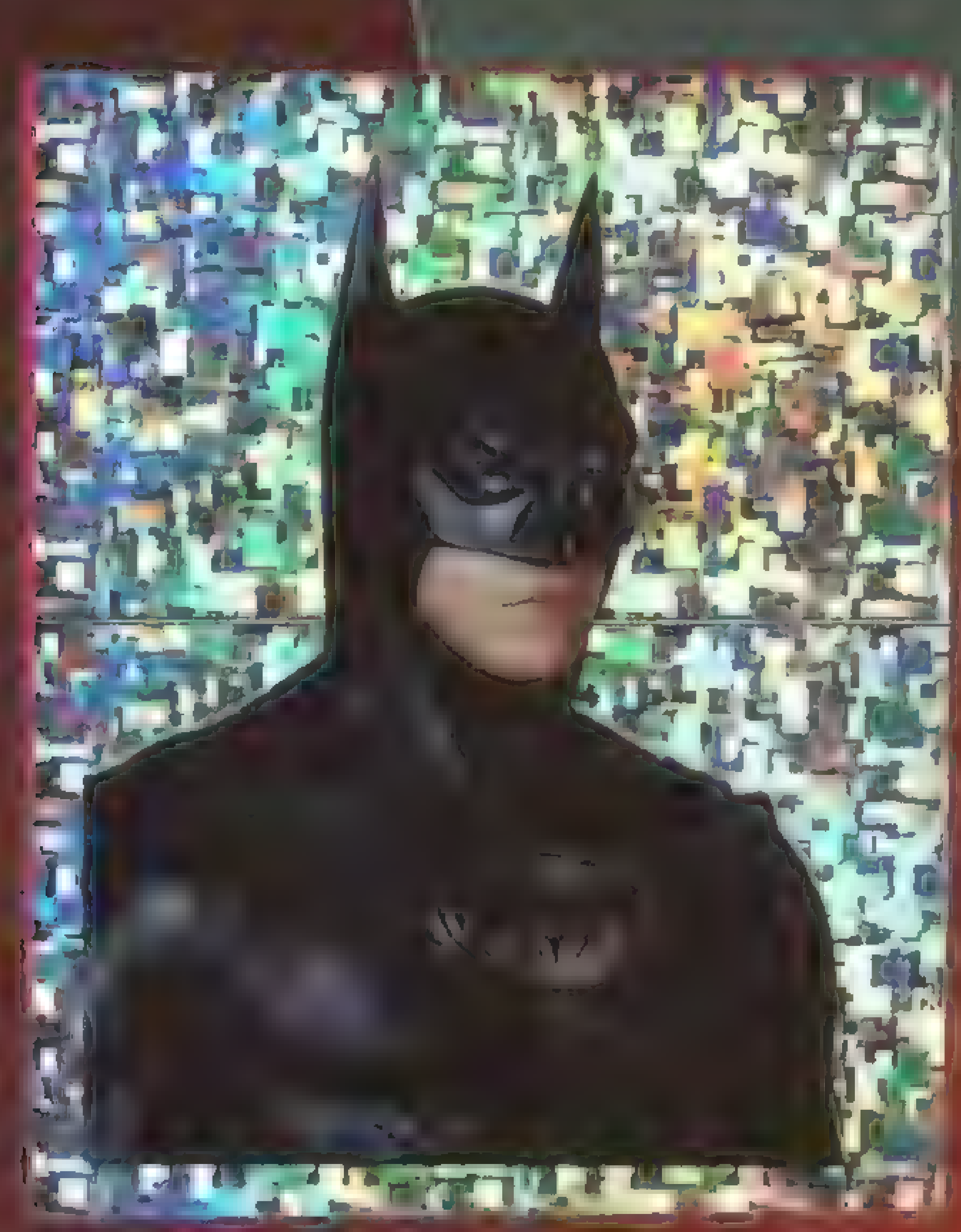


Returning to the Batcave, Batman is intercepted on the streets by Two-Face and his men. Batman checks the position of his pursuers on the Batmobile's radar screen and begins a fast disengagement action, streaking through the deserted streets of the sleeping city. Forced to abandon the chase, Two-Face angrily returns to his lair where the two women in his life, Sugar and Spice, are waiting for him.



But Edward Nygma, now calling himself the Riddler, is waiting for him there, too. Two-Face is suspicious at first; but the Riddler shows him his invention and strikes a bargain. "You help me gather capital funds, so I can produce enough of these devices to build an empire that will eclipse Bruce Wayne's forever. And in return, I will help you solve the greatest riddle of all: Who is Batman? Then we'll find him and kill him." The two new allies go into action immediately, cleaning out the largest jewellery exchanges in Gotham City.







BATMAN

The Dark Knight strikes fear into the evil hearts of Gotham City's underworld. Totally fearless and relentless in his fight against crime, he will never give up his quest. With a razor-sharp mind that can solve any riddle and an array of awesome gadgets, billionaire Bruce Wayne's other persona is the scourge of the criminal elements of the city.



Batman & Robin

Batman now has an ally to help him in his struggle against the dark forces of Gotham City. Robin is the alter ego of Dick Grayson, a former circus star whose entire family – The Flying Graysons – was killed by Two-Face. Robin uses his martial arts and acrobatic talents to help Batman and to seek revenge against his sworn enemy – Two-Face.



Two-Face

This villainous creature is literally a split personality. Formerly Gotham City's district attorney, Harvey Dent, he was transformed into a madman by a freak accident which left one side of his face gruesomely disfigured. He mistakenly blames Batman for his misfortune and has sworn that "The Bat Must Die!"


The Riddler

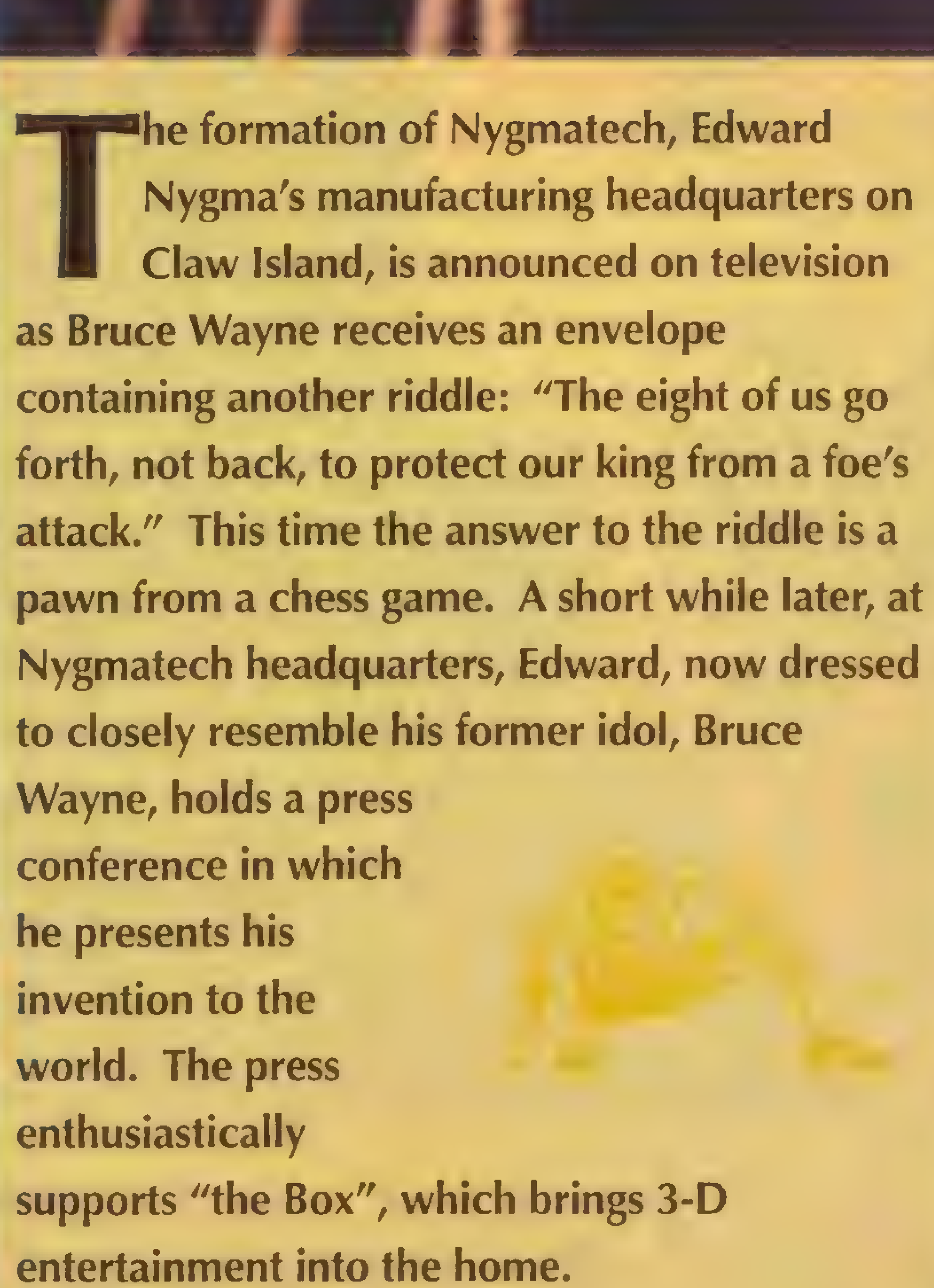
One of the most puzzling foes ever to cross Batman's path, this fiend is really Edward Nygma, an ex-employee of Wayne Enterprises. His brilliant, inventive mind took the path of evil after his idol, Bruce Wayne, dismissed his brainwave-manipulating machine as being too dangerous. This flawed genius sends Batman a never-ending series of brain-teasing riddles in his bitter quest for revenge.



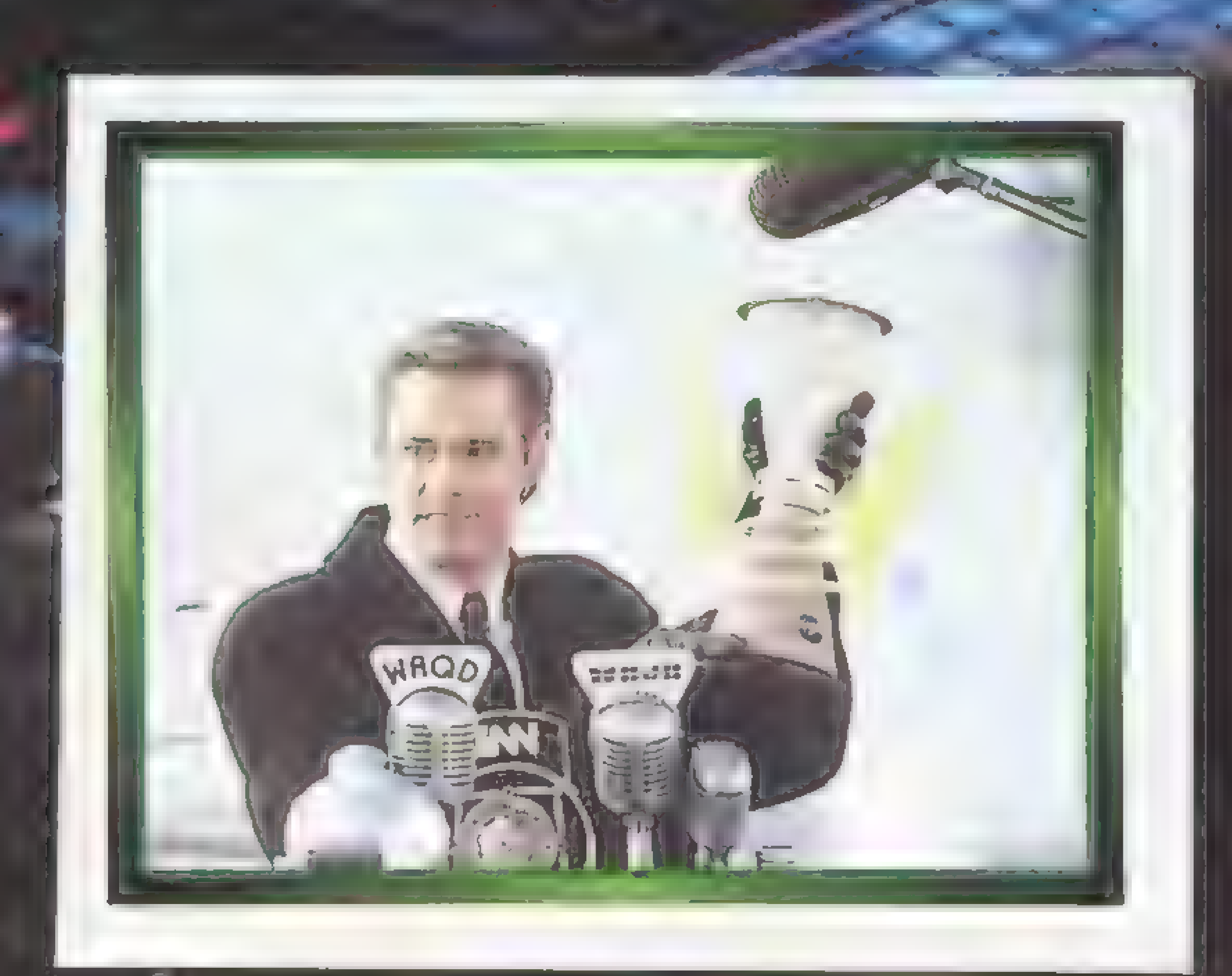
Two-Face and the Riddler set off on an escalating series of robberies causing panic throughout the entire city, which is now completely in their power.
The police seem unable to do anything to stop them.



The Riddler continues his assault by sabotaging Batman's equipment. The sophisticated Bat-computer is disabled and constantly sends out false alarms. The situation is serious. Even the press attacks Batman for his inability to thwart the growing crime wave.



The formation of Nygmatech, Edward Nygma's manufacturing headquarters on Claw Island, is announced on television as Bruce Wayne receives an envelope containing another riddle: "The eight of us go forth, not back, to protect our king from a foe's attack." This time the answer to the riddle is a pawn from a chess game. A short while later, at Nygmatech headquarters, Edward, now dressed to closely resemble his former idol, Bruce Wayne, holds a press conference in which he presents his invention to the world. The press enthusiastically supports "the Box", which brings 3-D entertainment into the home.







Bruce Wayne carries on studying the strange riddles, trying to understand their hidden meaning. Meanwhile, unknown to its users, but according to the Riddler's fiendish plan, each device drains the user's brain waves and feeds neural energy and power back to Edward Nygma at Nygmatech. The Box sells like crazy and can be found in almost every home in the city. Even Alfred buys one of the devices and takes it to the Batcave to study it. However, when he and Bruce try to dismantle the device, it automatically destructs.

Dick Grayson has often noticed Alfred furtively going through a secret door at the bottom of the great staircase in Wayne Manor. Resolving to discover what Alfred is hiding, he uses his agility and rushes down the stairs, just managing to get through the secret entrance before the door closes behind Alfred. Dick is going so fast that he rolls down a long stone staircase only to find himself in the Batcave!

Dick has discovered Bruce Wayne's greatest secret.







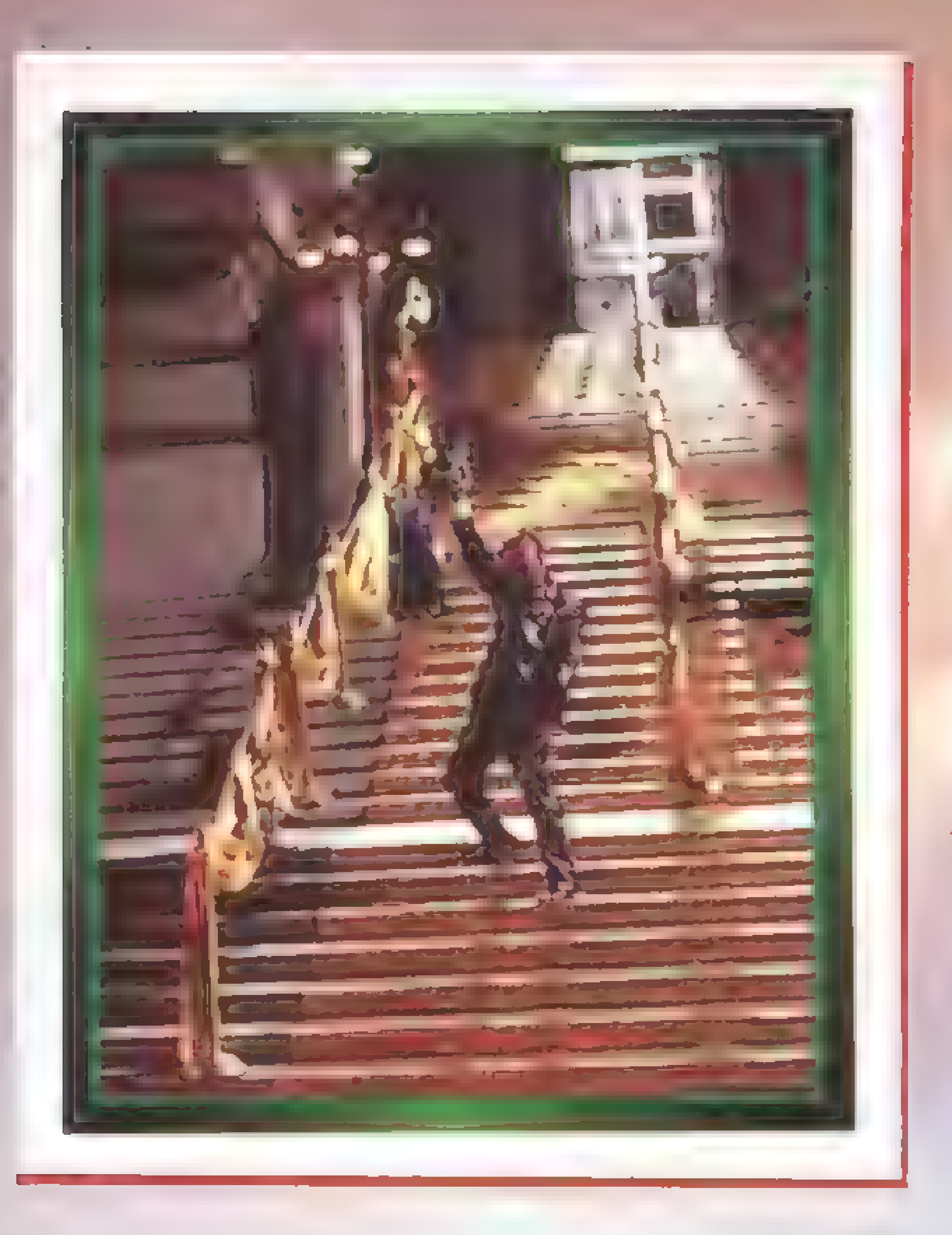
Edward decides to hold a party to introduce the latest model of his Box. This version is fully-interactive, complete with holographic capabilities that enable users to live out their fantasies. All of Gotham's high society is in attendance at the black tie affair at the Ritz Gotham, including Bruce Wayne, Chase Meridian and Dick Grayson. Sugar, one of Two-Face's companions, accompanies Edward to the party.

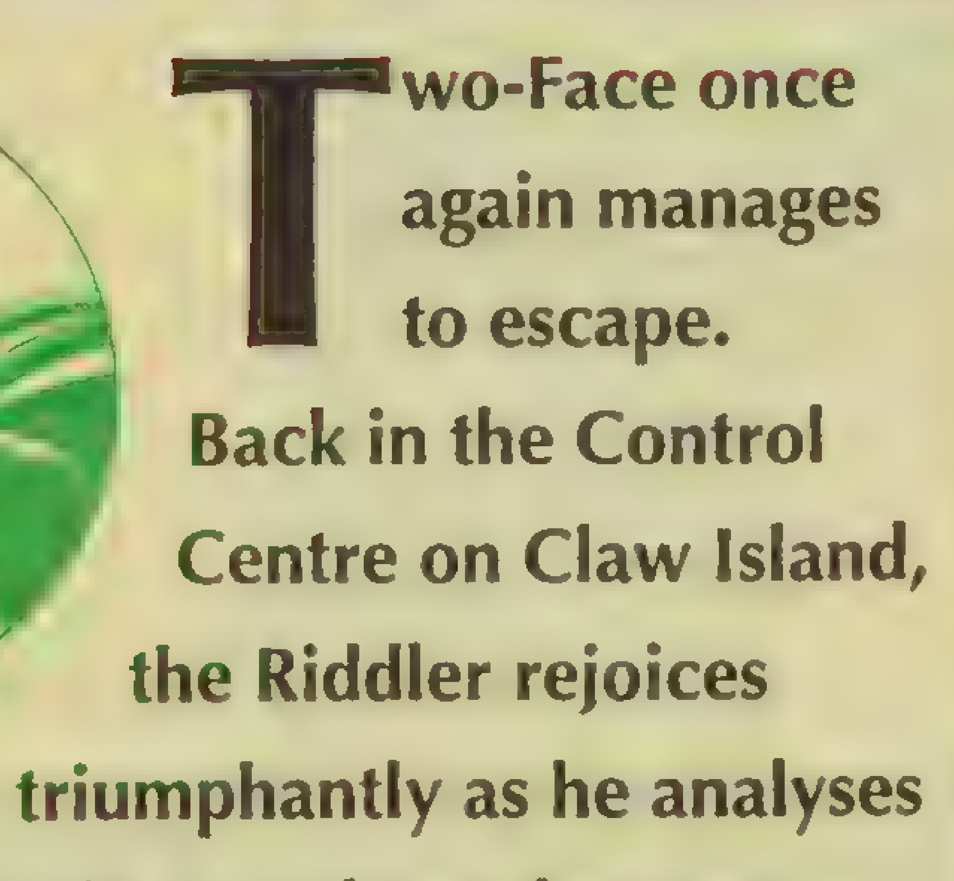


The party is full of people checking out the box, but things really start to heat up when Edward sees Chase. As Edward asks her to dance, Bruce explores the Nygmatech TV set. Unknown to Bruce, rays filter from the set, scanning his mind for data. The demonstration comes to a premature end, however, when Two-Face and his men burst into the Ritz Gotham to carry out a surprise robbery.



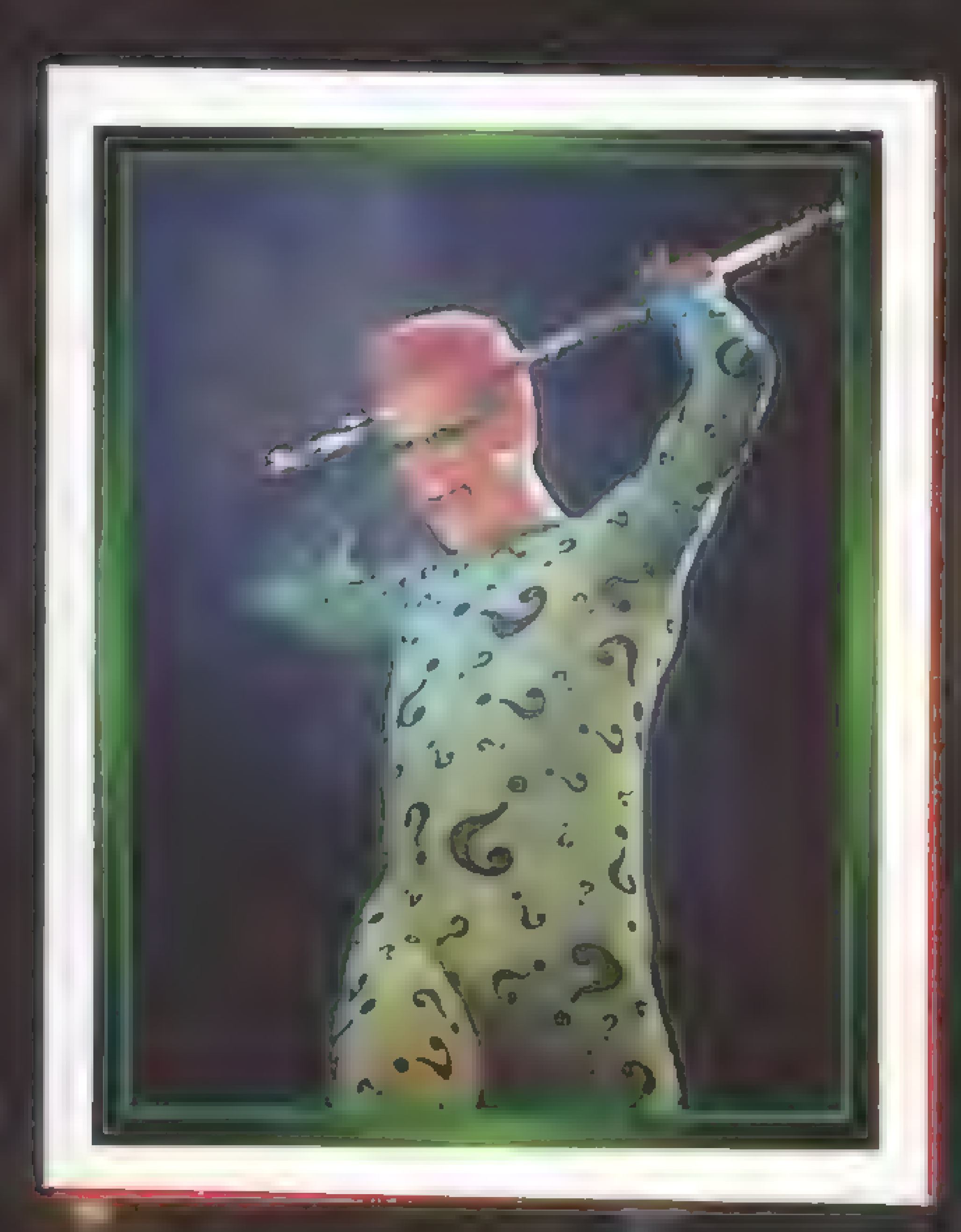
Bruce silently leaves the party by the service door only to return moments later as Batman. Following his dramatic entrance, Batman takes on the thugs in an impressive display of hand-to-hand combat.

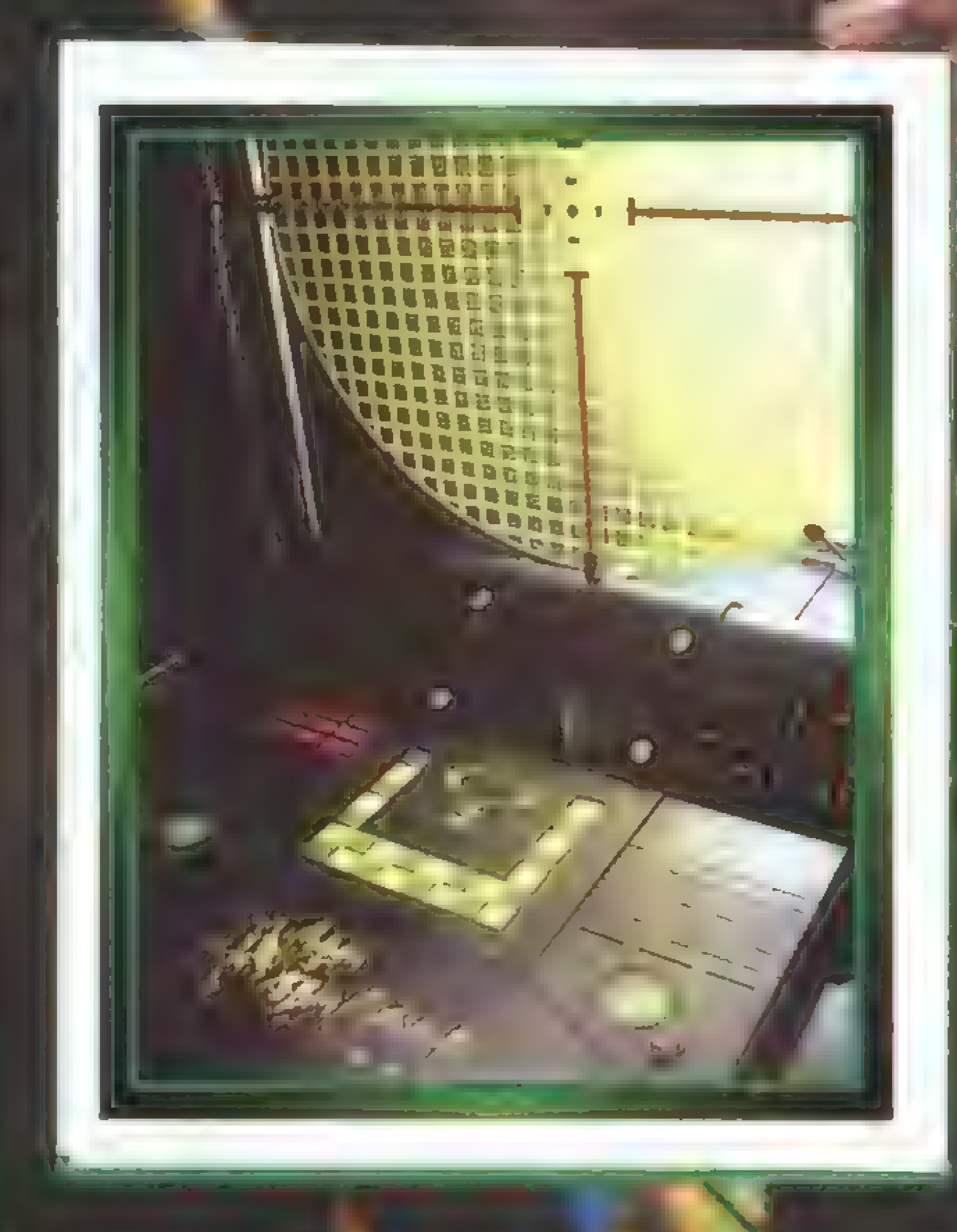





Two-Face once again manages to escape. Back in the Control Centre on Claw Island, the Riddler rejoices triumphantly as he analyses Bruce Wayne's brain scan from the party. The schematic image of a bat reveals that Bruce Wayne and the Batman are one and the same person! The Riddler shares this information with Two-Face and together they devise a plan to bring their enemy down, once and for all.









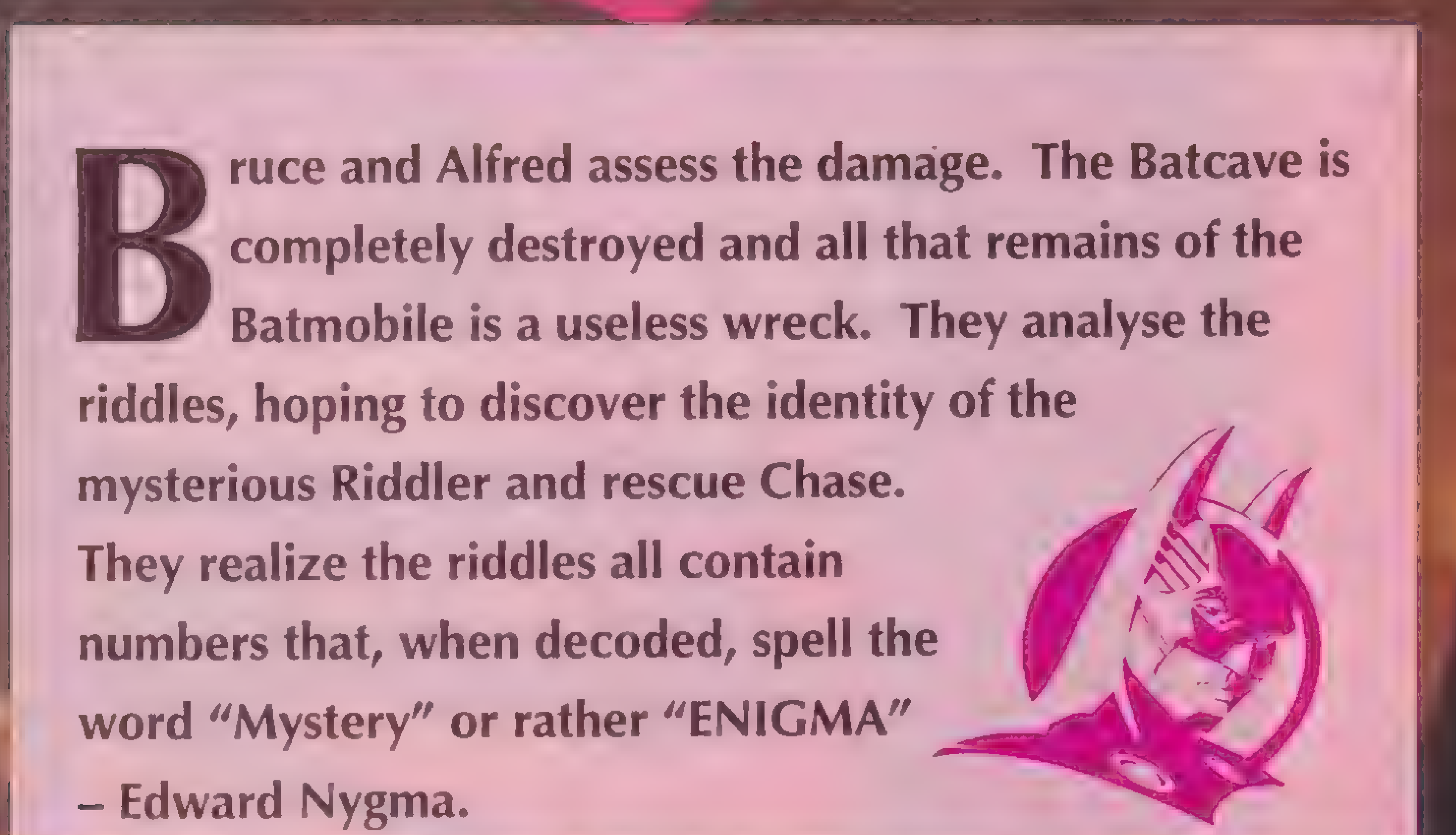


Later that evening, Two-Face and the Riddler raid Wayne Manor, taking Bruce, Chase and Alfred completely by surprise. The Riddler, aided by his electronic cane, is able to find the entrance to the Batcave. There before him he finds the costume vault, the crime lab, the Batcave computer and Batman's trophy collection, including his prized possession – the Batmobile!



The Riddler then takes a small bat-shaped bomb from his pocket and destroys the Batmobile along with everything else in the Batcave. While Bruce desperately fights off his attackers, Alfred manages to raise the alarm. Two-Face and his thugs knock Bruce out and kidnap Chase. Just before the police arrive, the Riddler leaves behind a new riddle; "We're five little items of an everyday sort. You'll find us all in a tennis court."





Bruce and Alfred assess the damage. The Batcave is completely destroyed and all that remains of the Batmobile is a useless wreck. They analyse the riddles, hoping to discover the identity of the mysterious Riddler and rescue Chase. They realize the riddles all contain numbers that, when decoded, spell the word "Mystery" or rather "ENIGMA" – Edward Nygma.





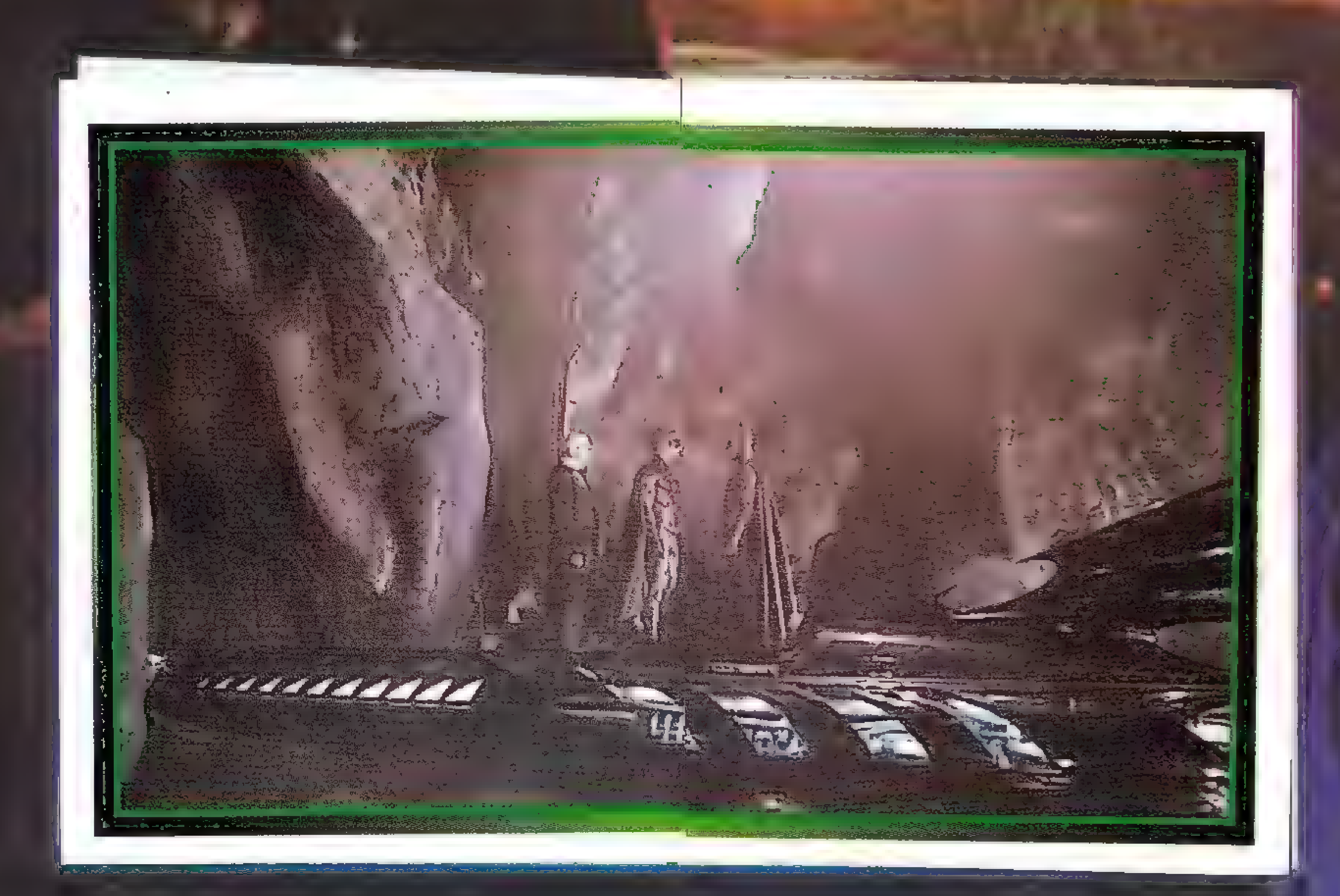








Although all the equipment in the Batcave has been destroyed, the Riddler did not discover the "cave beneath the cave." It is here in the subterranean Batcave that Batman keeps the Batwing, the Batboat and other highly secretive and experimental devices, including the prototype Batsuit with special sonar modifications. Batman is putting on this new costume when Dick Grayson arrives, now calling himself Robin and wearing an armoured suit of his own. A new crimefighting team is born.







Batman takes off in the Batwing and heads for Claw Island, while Robin takes to the water in the Batboat. Once there, they converge on the Riddler's hide-out and rescue Chase. Unfortunately, Robin gets separated from Batman and is captured by Two-Face, who locks him in a transparent cylinder along- side Chase, suspended above the rocks.










Batman manages to gain access to the Riddler's control room by climbing through a dark, unused shaft. There he finds the Riddler seated on a throne, absorbing streams of neural energy. Above him is an antenna. Batman smashes it with a well-aimed Batarang, causing the Riddler to overdose on neural energy. Leaving a broken and defeated Riddler behind him, Batman takes off in search of Robin and Chase. The special sensors in his mask help him to find his way.



Trap doors open beneath Robin and Chase, hurling them toward a watery grave. Using great strength and skill, Batman rescues them and then confronts Two-Face. As the villain grabs for his trademark coin, he loses his balance and disappears into the darkness below. Back in Arkham Asylum, the newest inmate, the Riddler, has cracked completely due to the overdose of neural energy that flooded his brain and he has now convinced himself that he is the Batman. Bruce and Chase leave Edward Nygma screaming madly in his cell. It's the beginning of a new era in Gotham City. Whenever the Bat-Signal shines in the night sky, you can be sure there will be two heroes racing to the call to fight crime: Batman and Robin!

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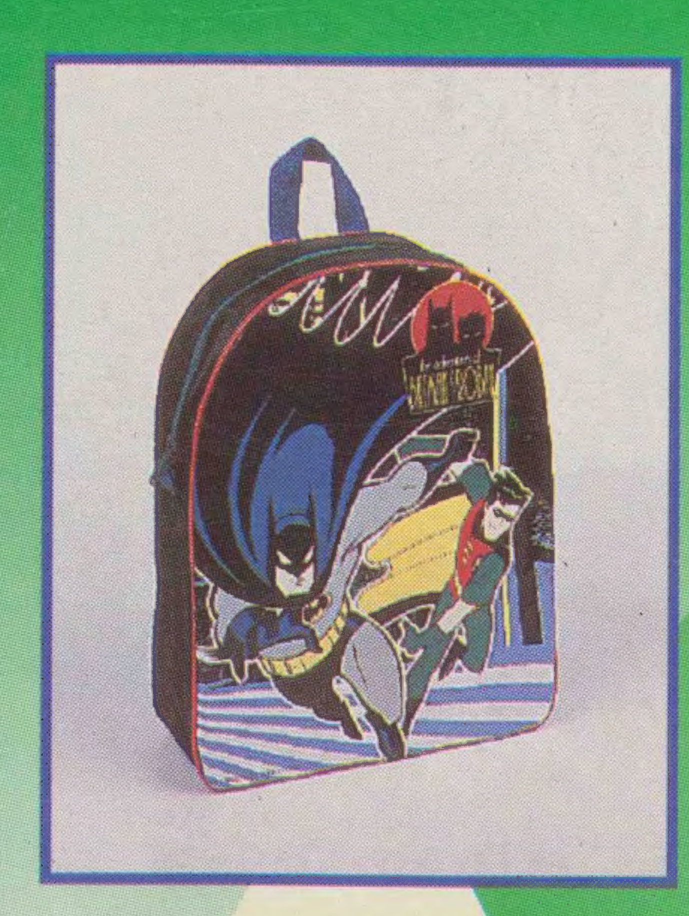
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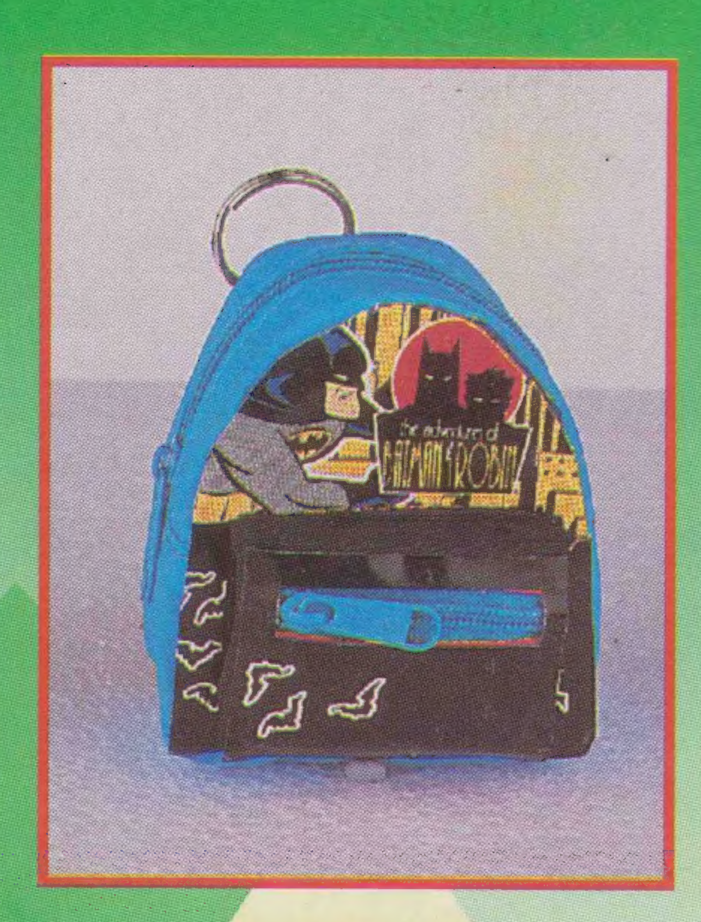
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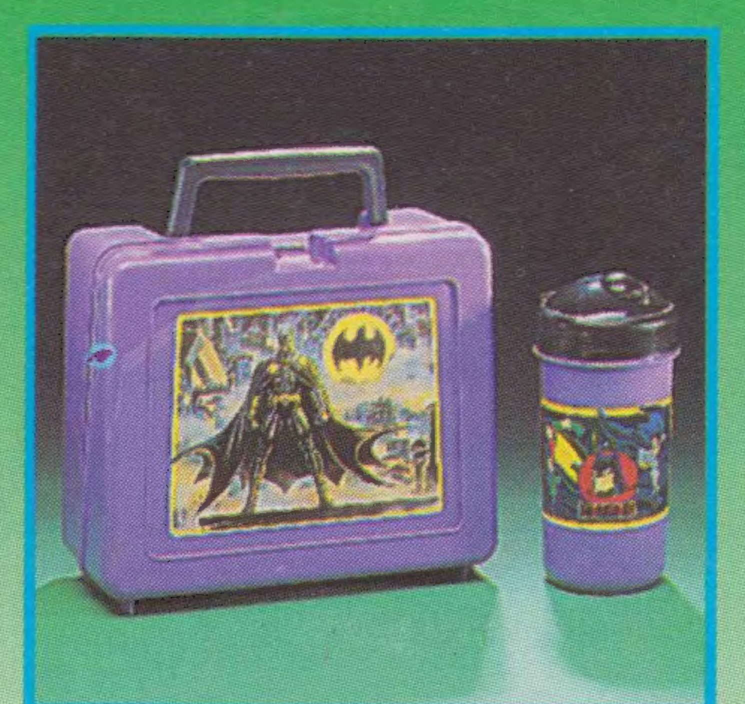
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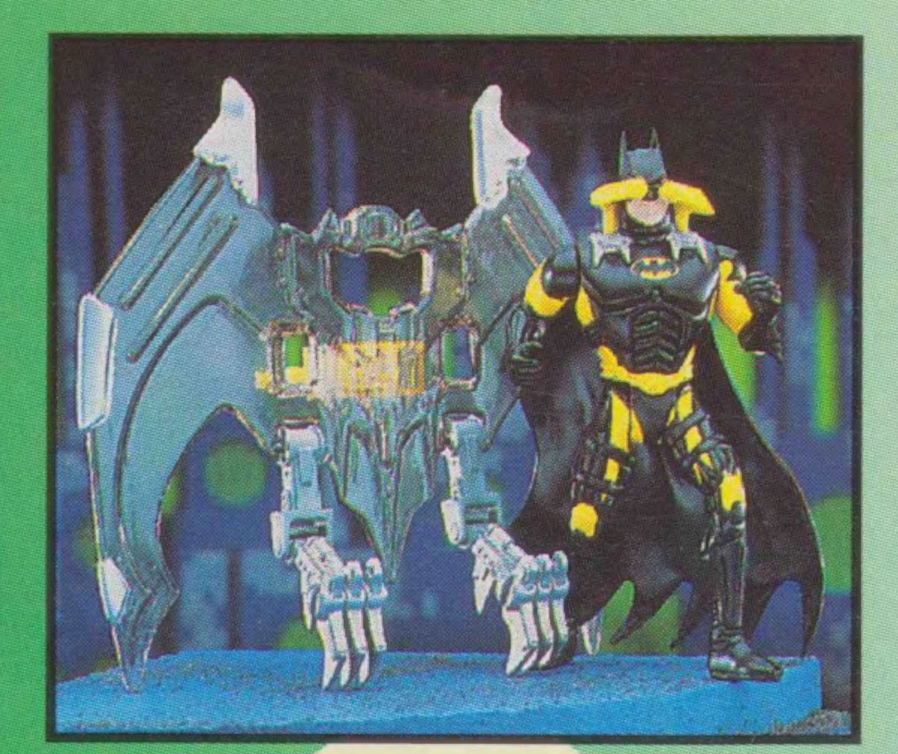


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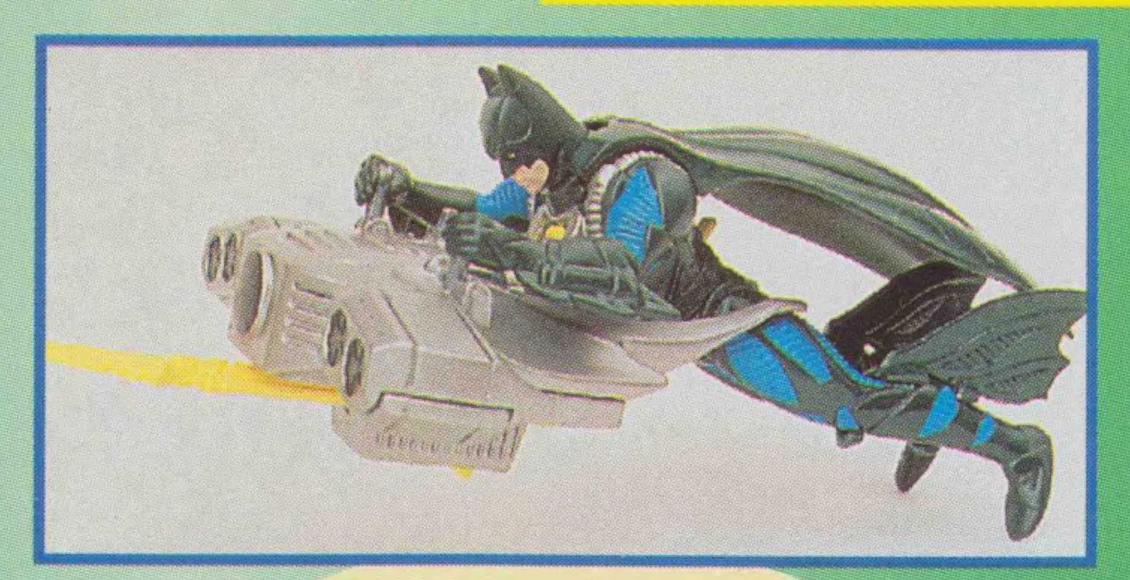
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Published by:
MERLIN PUBLISHING INTERNATIONAL plc.
18 Vincent Avenue, Crownhill
Milton Keynes MK8 0AW
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PRINTED IN ITALY